

FANTASY DRAFT



WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY.

REQUIREMENTS

THIS EXPANSION DISK REQUIRES THAT YOU ALREADY HAVE TONY LA RUSSA BASEBALL II (TLB 2) INSTALLED ON YOUR HARD DRIVE. This is NOT a stand alone product, but an enhancement available for TLB 2.

You will need an additional 1.2 Megabytes of space on your hard disk drive to *install* this program; however, once installed, this program will only use 500K of space on the hard disk drive.

INSTALLING THE GAME

Your Fantasy Draft box should contain the following: one 5.25" disk or one 3.5" disk and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the expansion disk place the disk in any drive. Be sure this drive is the active drive.
For example, to make drive A the active drive, type A: then press Enter/Return.
2. Type INSTALL and then press Enter/Return.
3. Follow all on-screen prompts.

USING THE FANTASY DRAFT

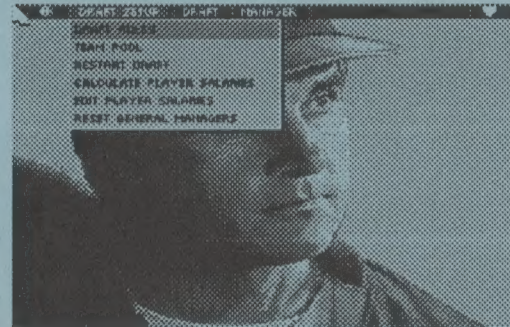
The Fantasy Draft Expansion Disk alters options under the Baseball Icon Menu and the Utilities Menu of TLB 2. To enter the Fantasy Draft Menu, select FANTASY DRAFT from the options under the Baseball Icon Menu.

THE BASEBALL ICON MENU

Once in the draft menus, you can load a previously saved draft by selecting LOAD DRAFT IN PROGRESS, from under the Baseball Icon menu. You can also save a draft by selecting SAVE DRAFT IN PROGRESS. Selecting EXIT DRAFT returns you to TLB 2's regular game menus and QUIT exits the draft and returns you to DOS.

NOTE: Only one draft can be saved at a time per league.

THE DRAFT SETUP MENU



Choosing DRAFT RULES from this menu allows you to set the ground rules for the fantasy draft.



Draft Order: You may choose whether the draft will CYCLE from first team to last team and then repeat the same sequence of teams from round to round; SNAKE from first team to last team, then last team to first team, and so on; or be in RANDOM order every round.

Speed of Display: You may control whether or not an Enter prompt follows every computer draft pick. Human draft picks always have a prompt.

Salary Cap: You may draft with or without a salary cap, which is simply a limit on the total amount any team can spend on its players. Your salary cap will vary to reflect whether your SALARY SCALE has been set to REAL WORLD or ROTISSERIE.

Salary Scale: You may draft with a salary cap using real world dollar values or TLB 2 rotisserie salary values.

Draft Rights: This allows you to draft in two very different ways. With STANDARD draft rights, the drafting team, human or computer controlled, simply adds the selected player to the team roster at the preset salary value. With AUCTION draft rights, a team selects a player on its turn, but all other drafting teams can bid on that player. Teams may bid any amount for a player, without any regard to preset salaries, subject to the amount of money your team has remaining.

Edit Salary Cap: This option allows you to edit the salary cap, whether it be on the real word or rotisserie salary scale.

TEAM POOL allows you to edit which teams will be pooling players to be drafted, and which teams will be participating in the draft. Check marks next to the team names will determine those teams involved in the draft.

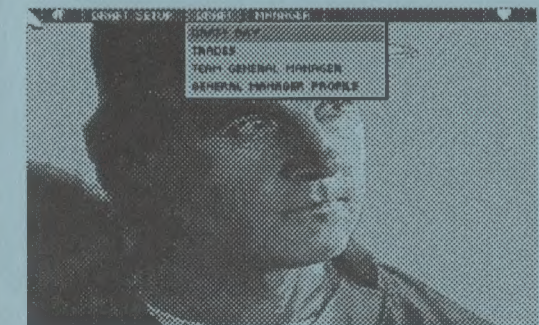
RESTART DRAFT will return all drafted players to the draft pool and the draft will restart at the first team's pick in round 1.

CALCULATE PLAYER SALARIES will let TLB 2 assign salary values to all players based on the player's performance. WARNING: Once this option is selected the historical values will be changed permanently.

EDIT PLAYER SALARIES allows you to set individual player salaries. You must first select the team the player or players are on, and then highlight the player whose salary you wish to edit.

The RESET GENERAL MANAGERS option resets Manager Profiles for all teams participating in the draft to the default Tony La Russa management profile.

THE DRAFT MENU



Selecting DRAFT DAY from the DRAFT menu starts the draft. Select this option only after you are satisfied with the draft rules, manager profiles, and player salaries.

DRAFT SETUP DRAFT MANAGER			
TEAM POOL			
TEAM	YEAR	TEAM	YEAR
<input checked="" type="checkbox"/> DETROIT	1907	<input checked="" type="checkbox"/> BOSTON	1908
<input checked="" type="checkbox"/> PHIL	1911	<input checked="" type="checkbox"/> NEW YORK	1908
<input checked="" type="checkbox"/> BOSTON	1910	<input checked="" type="checkbox"/> CLEVELAND	1908
<input checked="" type="checkbox"/> CHICAGO	1910	<input checked="" type="checkbox"/> CHICAGO	1908
<input checked="" type="checkbox"/> NEW YORK	1907	<input checked="" type="checkbox"/> NEW YORK	1908
<input checked="" type="checkbox"/> PHIL	1908	<input checked="" type="checkbox"/> MINNEAPOLIS	1908
<input checked="" type="checkbox"/> NEW YORK	1908	<input checked="" type="checkbox"/> WHITE MEN	1908
<input checked="" type="checkbox"/> CHICAGO	1908	<input checked="" type="checkbox"/> ST LOUIS	1908
<input checked="" type="checkbox"/> PIT	1908	<input checked="" type="checkbox"/> BROOKLYN	1908
<input checked="" type="checkbox"/> NEW YORK	1910	<input checked="" type="checkbox"/> MILWAUKEE	1908
<input checked="" type="checkbox"/> CHICAGO	1908	<input checked="" type="checkbox"/> SAN FRANCISCO	1908
<input checked="" type="checkbox"/> NEW YORK	1908	<input checked="" type="checkbox"/> L.A.	1908
<input checked="" type="checkbox"/> ST LOUIS	1908	<input checked="" type="checkbox"/> ST LOUIS	1908
<input checked="" type="checkbox"/> ALL STARS	1	<input checked="" type="checkbox"/> ALL STARS	1

DRAFT SETUP DRAFT MANAGER			
EDIT BATTER SALARIES/BROOKLYN 1955			
PLAYER	POS	TEAM	SALARY
105	C	MUZZELL, BOB	0.25
106	C	WALKER, RUBE	0.25
107	C	CAMPANELLA, BOB	0.25
108	C	KELLER, FRANK	0.25
109	C	KRESS, CHARLIE	0.25
110	C	MODER, AL	0.25
111	C	GILMAN, BOB	0.25
112	C	ZIMMER, DON	0.25
113	C	HORN, DON	0.25
114	C	ROBINSON, JACKIE	0.25
115	C	RESE, PEE WEE	0.25
116	C	ANDERSON, SANDY	0.25
117	C	SHUBA, GEORGE	0.25
118	C	BORKOWSKI, BOB	0.25
119	C	SHIDER, DUKE	0.25
120	C	WYATT, BERT	0.25
121	C	MORIN, WALT	0.25
122	C	FURILLO, CARL	0.25

From Draft Day, pressing any letter shows an alphabetical list of players, beginning with the letter pressed. For example, if you type a "G", you will see a list of players beginning with last names that start with "G".

The Draft Meter shows how many players have been drafted per position. A black value indicates the position is not sufficiently filled due to a lack of healthy players. A blue value indicates the position is close to being filled; a green value indicates the position will be filled with an appropriate player throughout the season.

The TRADES option in the draft works like that in the TLB 2 basic game, with a few exceptions. Not only can you trade pitchers and players, but draft slots as well. For example, in the third round of the draft, you may want to trade the pitcher you got in the second round for another player's fourth and sixth round draft picks.

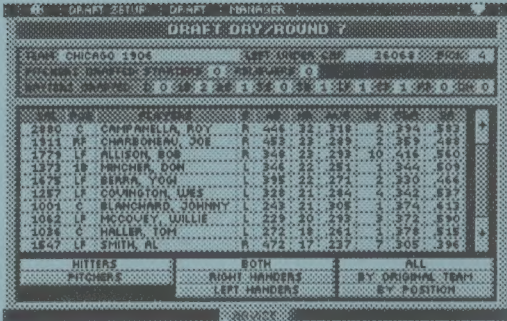
TEAM GENERAL MANAGER allows you to select which teams in the draft will be under computer control, and which teams will be under human control.

The GENERAL MANAGER PROFILE option allows you to edit a computer-controlled team's drafting strategy. There are six different settings available:

Tony La Russa: The computer drafts using Tony La Russa's personal drafting strategies.

Power Hungry: The computer drafts looking for power first at all positions.

Steal Bases, Steal hits: The computer drafts looking for blinding speed at all positions.

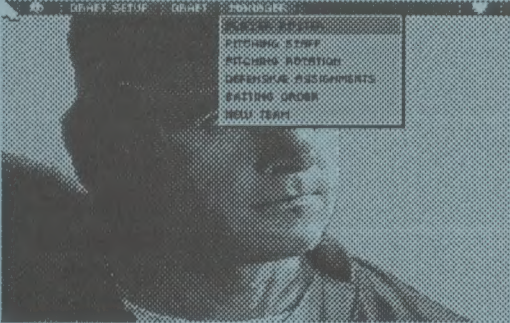


TEAM	CHICAGO	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320
1321	C	CHAPARILLA, ROY	R	24	32	718	234	282										
1322	R	CHARBONNEAU, JOE	R	48	23	289	289	289										
1323	LF	ALLISON, BOB	R	34	23	239	30	414	200									
1324	IF	BRIDGES, DON	R	34	23	289	30	414	200									
1325	LF	BRIDGES, DON	R	34	23	289	30	414	200									
1326	LF	CONNINGTON, LINDS	L	22	21	289	342	237										
1327	C	BLANCHARD, JOHNNY	R	24	21	208	274	423										
1328	LF	MCCOY, WILLIE	L	22	20	239	272	290										
1329	C	HALLER, TOM	R	22	18	261	271	218										
1330	LF	SMITH, AL	R	22	17	237	208	394										

Pitching Pitching Pitching: The computer drafts looking for overpowering starters, middle relievers, and closers first.

Tough in the Field: The computer drafts with tough defense in mind.

Custom: The computer drafts based upon custom settings which you create by editing seven basic characteristics: STARTERS, CLOSERS, MIDDLE RELIEVERS, SPEED, POWER, BATTING AVERAGE, and DEFENSE. You may distribute 100 points between the seven characteristics. You may assign 0 to 100 points for each characteristic.



THE MANAGER MENU

This menu works much like the Manager Menu of the TLB 2 basic game. From here you can view and edit the PLAYER ROSTER, PITCHING STAFF, PITCHING ROTATION, DEFENSIVE ASSIGNMENTS, and BATTING ORDER

of the team that's currently got the next pick in the draft.

Selecting NEW TEAM from this menu will allow you to view the various management screens of the other teams participating in the draft.

THE HOMEPLATE ICON MENU

From this menu you can access the features assigned to the function keys.

- F1 Displays the highlighted player's batting statistics on screen.
- F2 Displays the highlighted player's pitching statistics on screen. NOTE: The draft introduces a new pitching stat, *ratio*. Ratio is hits plus walks divided by innings pitched. The lower the ratio the better.
- F3 Displays the highlighted player's fielding statistics on screen.
- F4 In Fantasy Manager this option is disconnected.
- F5 This key dumps all information on screen to the printer.
- F6 Performs a "print to file" command. This does essentially the same thing as [F5], except the screen data is compiled into a file that appears in your TLB 2 root directory as "PRINT.TXT". You can collect as many stat screens as you choose, and each is "appended" into this special file that you can edit or print in the usual ways.
- F7 Operates as a HELP key to get you through the more complicated parts of the draft should you require assistance.
- F8 This option displays the draft order for all teams participating in the current round of the draft. The team that is currently drafting is marked with a check next to its name.

IMPORTING STATISTICS FROM ON-LINE SERVICES

Your UTILITIES MENU in TLB 2 has been edited to give you the new option of importing stats from on-line services such as STATS Inc. These services provide up-to-date statistics for all professional baseball teams that can be translated into use by TLB 2.

NOTE: You must already be a subscriber to the on-line services to make use of this feature. Use the F7 key if you need help.

For more information about STATS, Inc., please read the README file installed with the game.

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